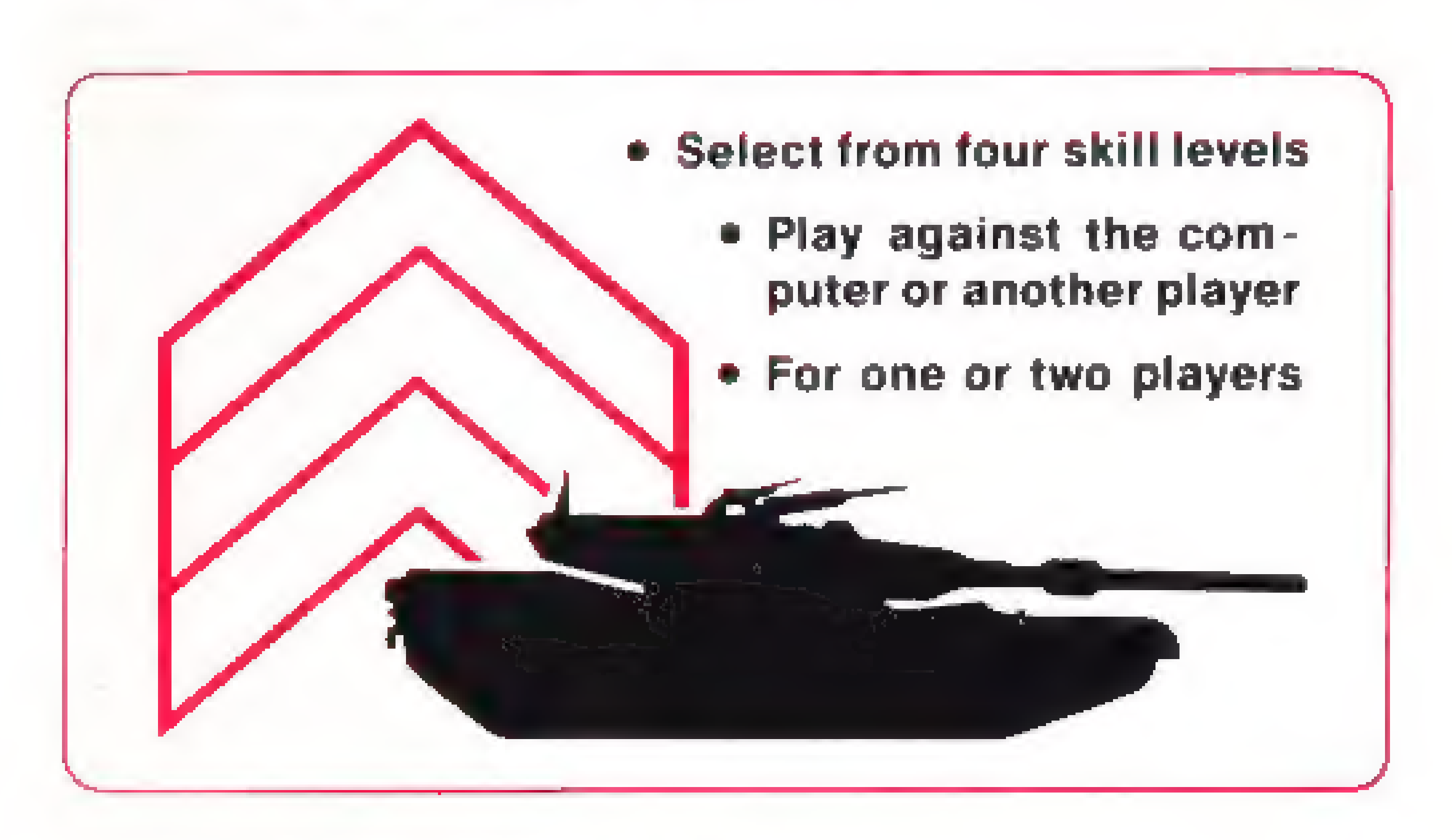
Guide No. 12925



CARTRIDGE INSTRUCTIONS

For use with the Gemini™, Atari® 2600™ VCS and other compatible game systems.

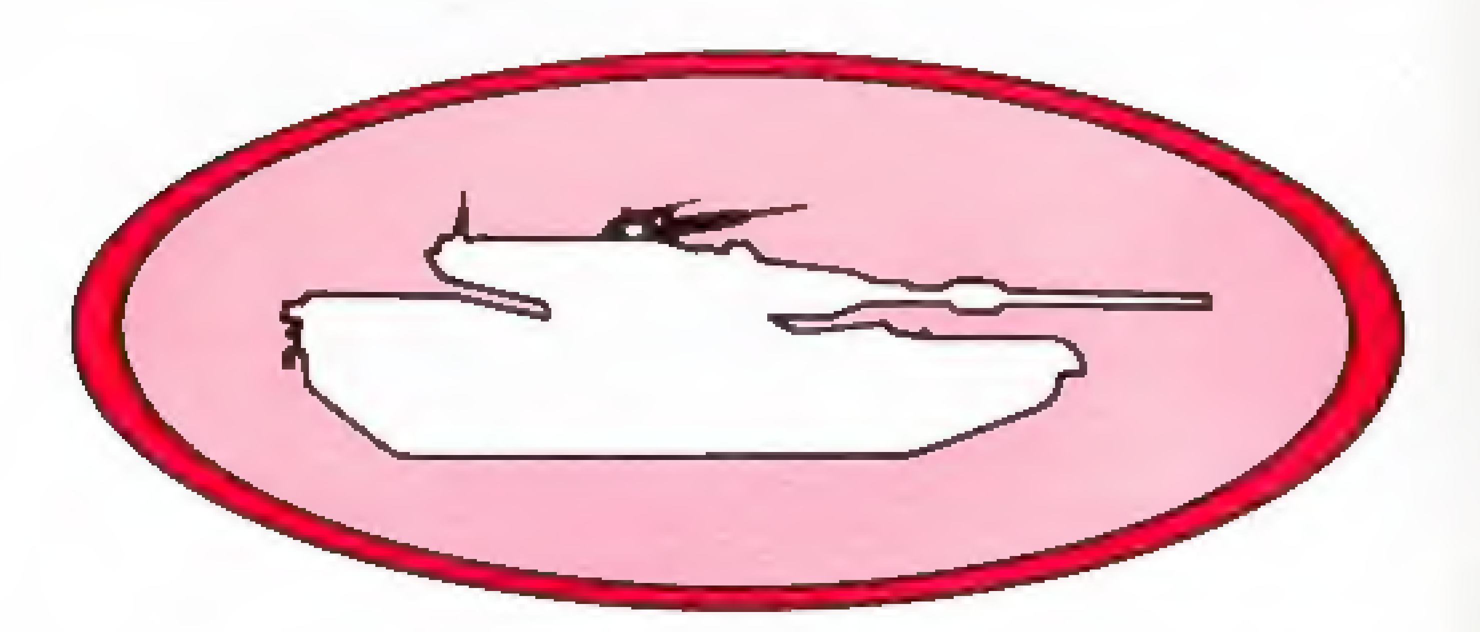


It will take all the skill you've got to fight the battle that wins the war!

Imported by: Coleco (Canada) Limitée



GAME DESCRIPTION



It's dangerous. It's mean. It's WAR! And now, **you are there!**

Your mission? Invade enemy territory and knock out the fortress. To do it, you'll have to travel over tricky terrain and fight against overwhelming odds at every step.

Evade attacks, search and destroy lumbering tanks! Storm the river bridge to face your most difficult challenge: the enemy fort! You must demolish it or die. And if you succeed? A new assignment is yours on another front, against a more experienced army. There's no rest, no relaxation, no letting down your guard. You're in the Army now!

GETTING READY TO PLAY

ALWAYS MAKE SURE THE GAME SYSTEM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.



Choose your challenge

Insert the cartridge, then turn your game system on. The Game Option Screen will appear on your TV. You'll notice a number in the upper portion of your screen, indicating skill level (1 = Skill 1, 2 = Skill 2, and so on.). It is followed by a small tank, indicating number of players (One tank = one player and two tanks = two players.). Press the **GAME SELECT** switch until you reach the Skill Level and number of players you desire. Continue pressing the **GAME SELECT** switch to cycle through the various game options.

Skill 1 is the easiest level, suitable for play by new recruits.

Skill 2 is a little harder than Skill 1. Enemies are more treacherous.

Skill 3 is just right for well-trained soldiers and experienced fighters.

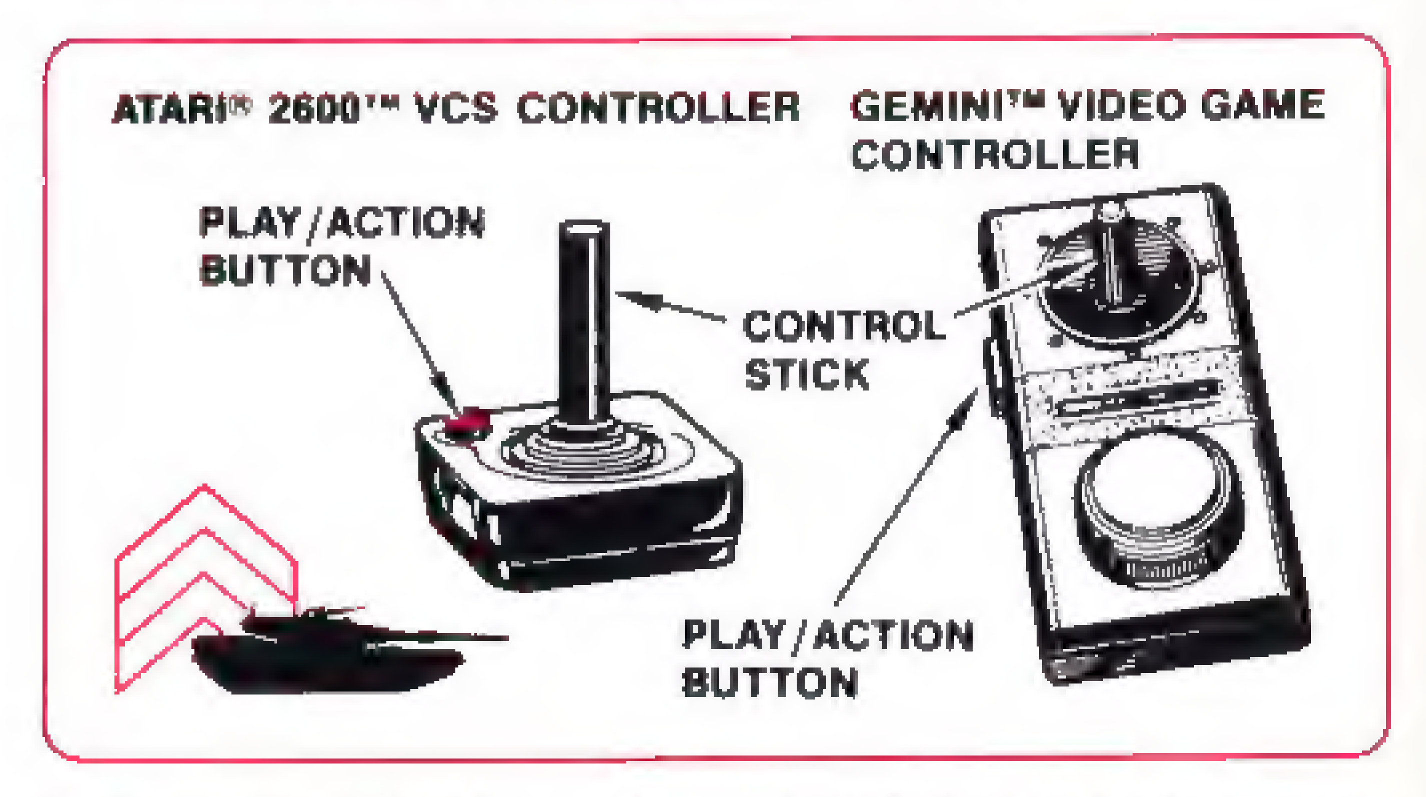
Skill 4 is tough, even for seasoned military personnel!

Player 1 uses the **left** controller and Player 2 uses the **right** controller.

NOTE: If you have a color TV, be sure the B-W/Color switch is set to the "Color" position.

USING YOUR CONTROLS

1. **Hand Controller:** Hold the controller with the Play/Action Button to your upper left (toward the TV).



2. **Control Stick:** Use the Control Stick for strategic maneuvers. Press it in any direction to march your foot soldier in the selected direction.

   Press the Control Stick to aim his weapon. A moving soldier fires in the direction he is marching. By momentarily tapping the Control Stick while the soldier is standing still, you can also change the direction of his fire (aim) without moving him.

   When your soldier is driving a tank, press the Control Stick in any direction to advance the tank in the selected direction.

   Press the Control Stick to aim the tank's turret. A rolling tank fires in the direction it is moving. By momentarily tapping the Control Stick while the tank is standing still, you can also change the direction of its fire (aim) without moving the tank.

Release the Control Stick to put your battle-weary soldier "at ease."

3. **Play/Action Button:** Press this button to fire your weapon while pressing the Control Stick to aim the fire.

Firing:

1. When you're an infantryman, press this button to fire a bullet at enemy infantry or to fire an anti-tank missile at enemy tanks.
2. When you're in a light tank, press this button to spray machine gun fire at enemy tanks.
3. When you're in a heavy tank, press this button to fire a cannon shot at enemy tanks.

Military Alert: To fire your weapon in the same direction as previously fired, release the Control Stick and press the Play/Action Button.

Jumping:

To jump into a tank, press this button while you are touching the tank and the Control Stick is in neutral. Jump out by pressing and holding in the button until your soldier leaves the tank.

Press **GAME RESET** to start the game.

Note: The **DIFFICULTY SWITCHES** are **not** used in this game.

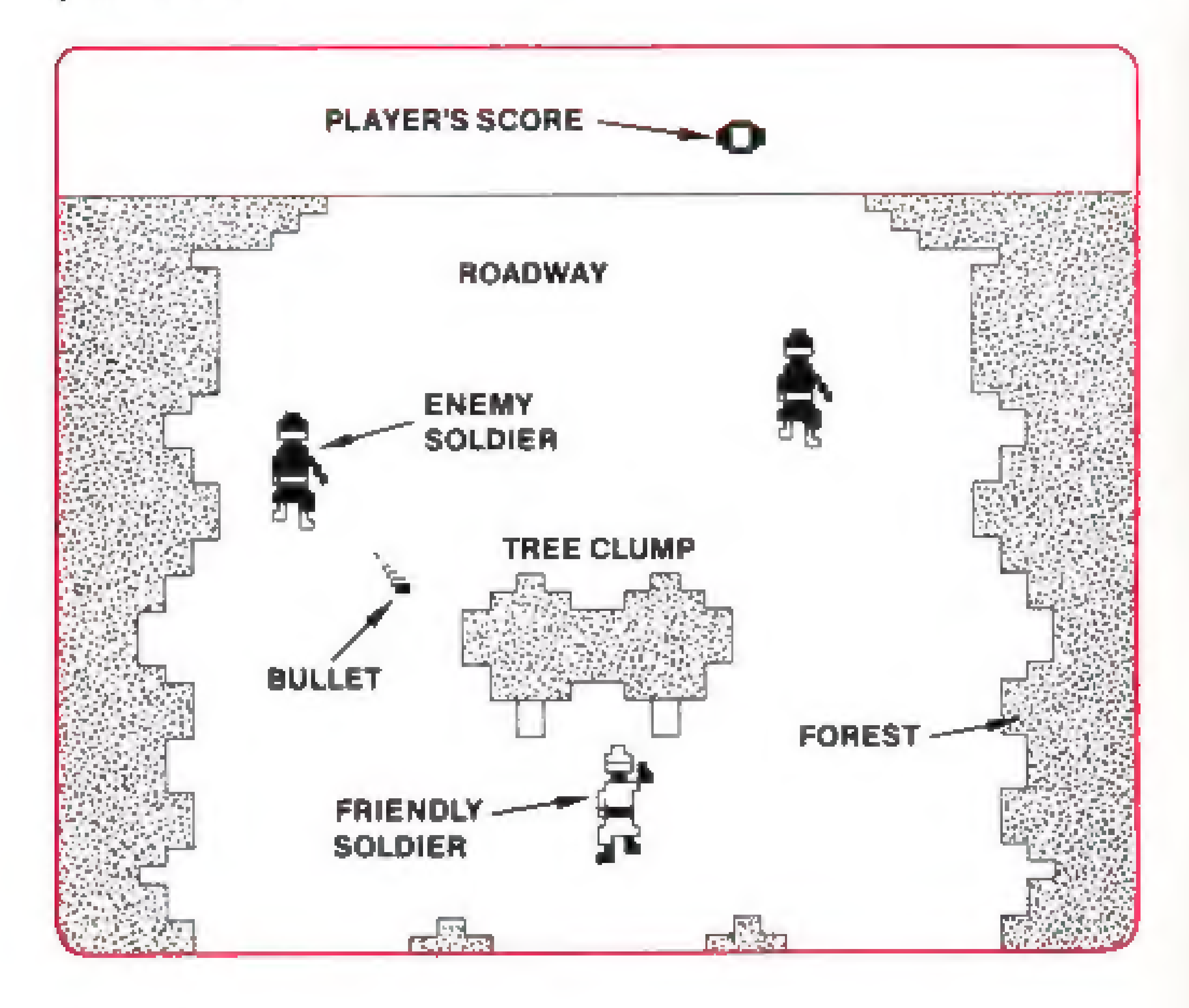
HERE'S HOW TO PLAY

PLAYER UP → 1

SOLDIERS REMAINING

From the top

When the war begins, the player up and number of soldiers remaining appear in the upper portion of the battlefield. After a few seconds, they are replaced by a number indicating your score.



On the road

Your goal is to invade the enemy's territory and destroy their fort. When the action begins, you're a humble foot soldier out on the road, armed only with a loaded pistol and anti-tank missiles. Use the Control Stick to move up the road and closer to the enemy fort.

The battle begins

As you dash up the roadway, the enemy is close at hand. Use the Control Stick to direct your aim, then press the Play/Action Button to fire your pistol.

Tricky terrain

Those clumps of trees supply plenty of shade, but sometimes they only get in your way. If you get stuck behind one, you'll have to maneuver carefully to get through or move in the opposite direction to free yourself. And remember: You can't shoot bullets or fire anti-tank missiles through the trees.

Into the brush

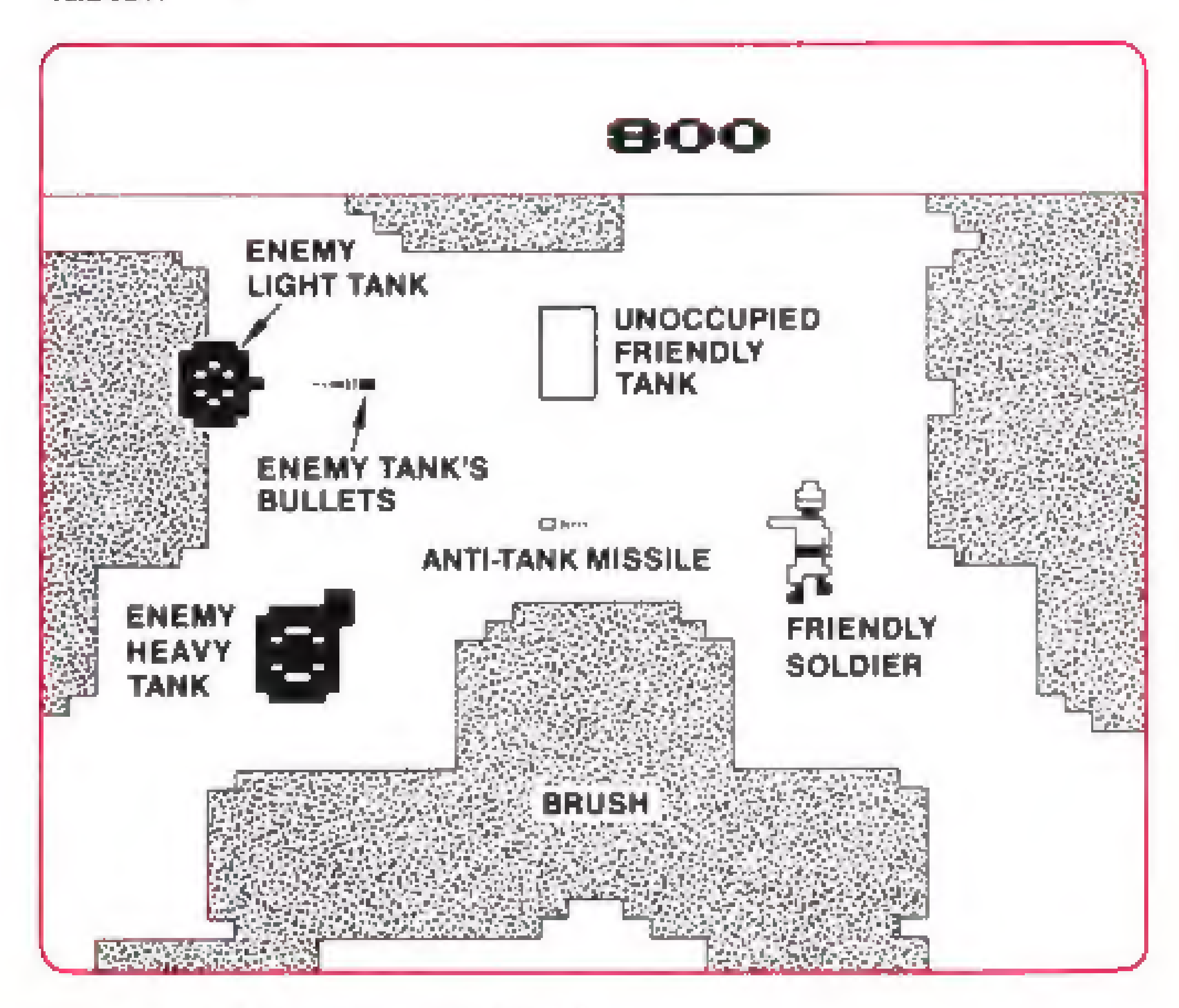
Whew! You made it to the end of the road—but your enemies won't give up that easily. See what new tactics they have in store as you fight your way through the brush.

Unsafe passage

The bad news? That dense underbrush will slow your movement if you don't steer clear. The good news? Your enemies won't be able to travel through it very quickly either!

Fight fire with fire.

All is not well when your enemies start to retreat. They'll be back in no time at all—protected by tanks! Keep in mind that lumbering, heavy tanks move very slowly, but light tanks are faster.



Tanks, I needed that!

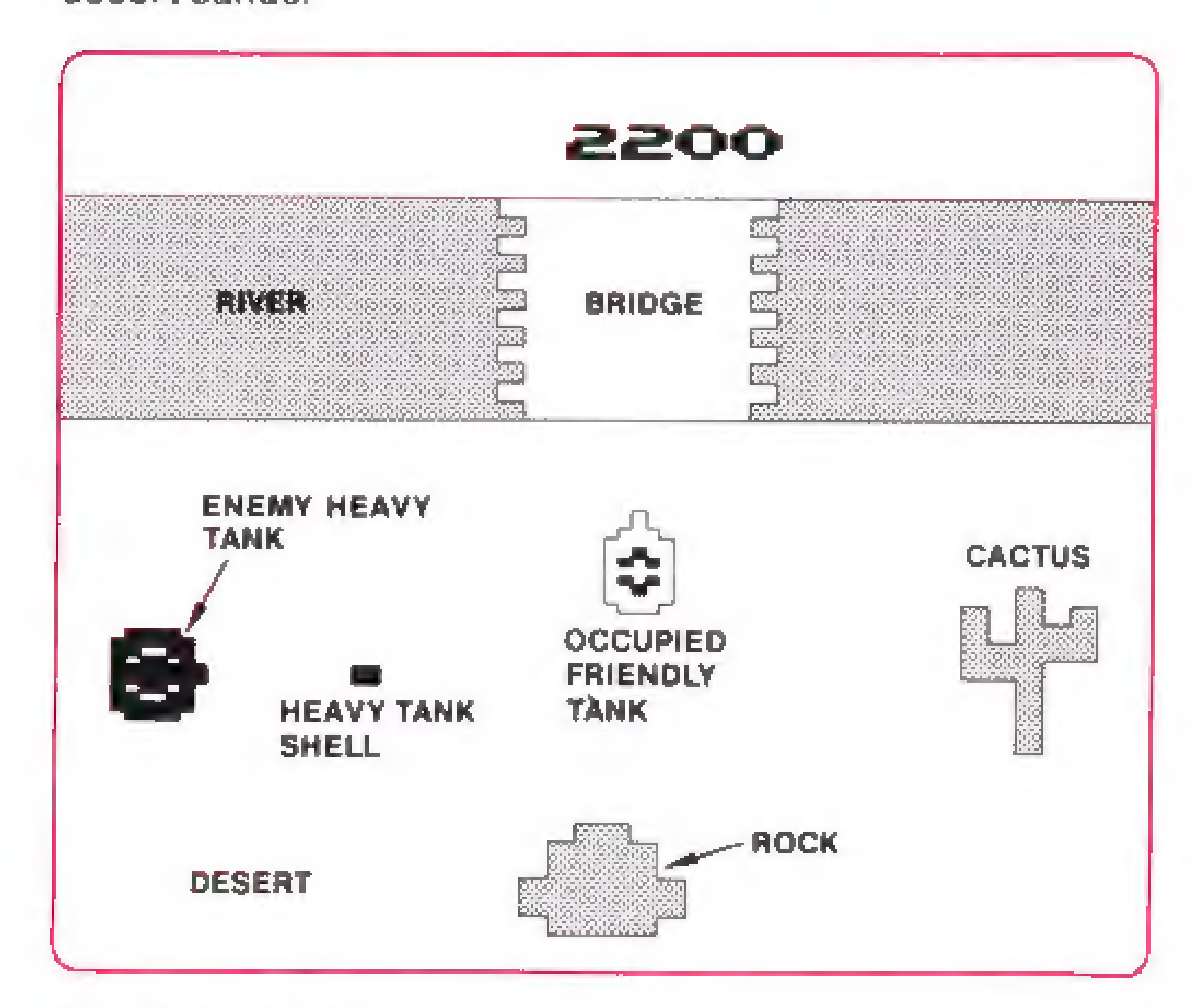
You locate an abandoned tank just in time! Hold in the Play/Action Button to jump inside. Now you'll have better weapons to use on the enemy. To leave the tank, simply hold in the button until your soldier jumps out.

Bail out!

If your tank is hit, it will shake for a few seconds before it explodes. Briefly press the Play/Action Button to jump out in a hurry.

The heat is on.

When you finally make it through the tangled brush, you're getting closer to the enemy's fort. But you've still got a long way to go. This time, the battle will be waged over burning desert sands.



On the rocks

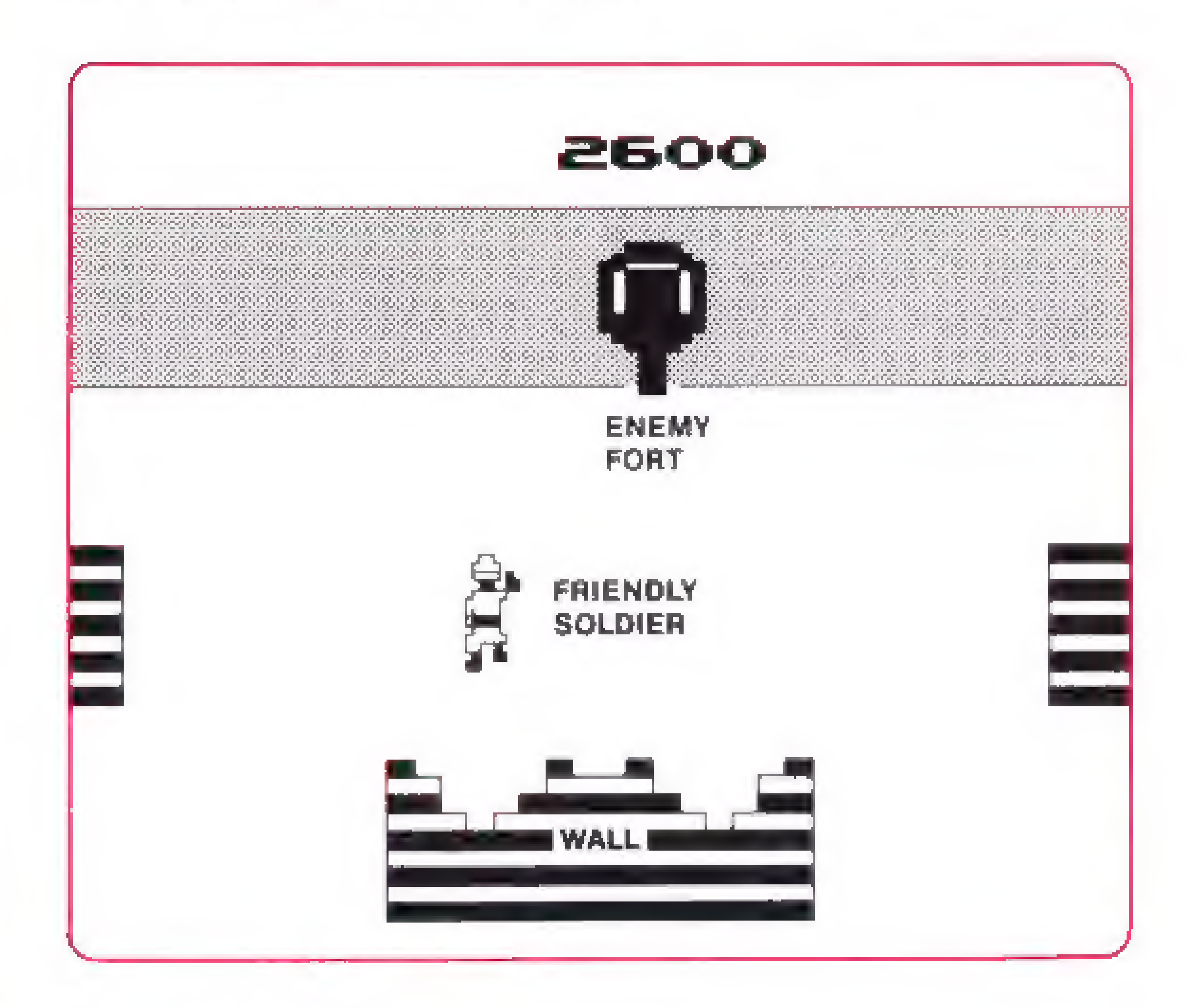
The heat is bad, but those rocks jutting out of the sand are even worse. If you keep at it long enough, you'll be able to pass over them, but you'd be wisest to maneuver around them. And don't even try to shoot through them!

Cactus tactics

What would a desert be without cactuses? This particular desert has plenty, so watch out. If you run into any (ouch!), you'll have to back out again.

Down by the river

There it is! The river at the end of the desert! Use the Control Stick to safely cross the bridge.



Off the wall

Once across the bridge, you're confronted with a dangerous obstacle course designed to keep you from reaching the enemy's fort. Those ruined walls provide cover from enemy fire, but they're tough to get around—and even tougher to get over!

No tanks!

Now the trouble really starts. You're close enough to fire on the fort, but if you're in a tank, you must jump out and fire an anti-tank missile. Meanwhile, enemy tanks roll on!

Onward, soldier!

Congratulations! You've succeeded in destroying the enemy's fort! Your reward? Transfer to another front to fight against an even more experienced enemy at the next highest skill level (up to skill 4). You've won the battle. Will you win the war?

Starting over

Press GAME RESET to replay the FRONT LINE™ Game Option that you've just finished. Press **GAME SELECT** to return to the Game Option screen and choose a new challenge.

SCORING

You earn 100 points for every enemy eliminated. When you complete a round (by destroying the fort), you receive an additional 1000 points times the number of the skill level just completed.

You start the game with five friendly soldiers and receive a bonus soldier when you complete a round (up to a maximum of five soldiers in all).

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you'll need to start playing FRONT LINE™, but it's only the beginning! You'll find that this cartridge contains special features that make FRONT LINE™ exciting every time you play. Experiment with different strategies—and enjoy the game!



90 DAY LIMITED WARRANTY

Coleco warrants to the original consumer in Canada that each video game cartridge it manufactures shall be free from factory defects in material and workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured with your name, address, proof of the date of purchase and a brief description of the problem to COLECO (CANADA) LIMITÉE, Customer Service — Electronics, 3700 St-Patrick, Montreal, Quebec, Canada H4E 1A2.

If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

The warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the troubleshooting checklist in the Owner's Manual for your video system.

SERVICE POLICY

If your cartridge requires service after expiration of the 90 DAY LIMITED WARRANTY period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option) on receipt of your cartridge, postage prepaid and insured with your cheque in the amount of $15.00 payable to COLECO (CANADA) LIMITÉE.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must
be directed to: **Coleco (Canada) Limitée**
Customer Service — Electronics
3700 St-Patrick
Montreal, Quebec,
Canada H4E 1A2



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